

The Gorham GOLF Book

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THE series of small figure pictures in this book have been taken from the four golf drawings by John Hassall which appear complete on pages 2, 49, 88 and 122.





FOREWORD

TO the Golfer—a broad, generous term that includes the young and old alike—this little book is addressed, with the hope that in it he may find some bits of suggestion which shall assist in helping him over any chance “hazard” he may come upon in the course of his travels over the green. A list of official and special rulings, the etiquette of golf, a list of technical terms—without which, surely, no

golf book would be complete—the leading clubs and players in this country, and descriptions of the various golf sticks and their use—these are some of the things that may be found within these covers. This is prefaced by a few words about the origin of golf and the principal changes that it has undergone, with such items of golf interest as may be worth recording. In short, it is the purpose of this little volume to be a compact and reliable companion of the Golfer.





OLD GOLF

GOLF, under some strange name and in almost unrecognizable forms, has probably interested our forebears from the earliest ages of civilization in much the same way that it does us today. How the game of golf as we know it, with all its rules and its array of technical terms and ingenious instruments, first came into existence is a matter of conjecture only. Perhaps the game took form in Phoenicia, where the ball first came into use as a plaything. Perhaps it is the

predecessor of the Greek hand-ball, or perhaps it is an out-growth of this game. Perhaps it is of Dutch origin, as the name "golf," from the Dutch word "kolf," meaning club, might indicate. But be this as it may, certain it is that the old Romans had a form of amusement called "paganica," played with balls of leather stuffed with feathers, to which the golf ball long corresponded, and which was played in something the manner of the modern game. The direct precursor of golf of to-day came from Scotland, where for centuries the game has been played and developed until it is known as the Scotch "national game." From Scotland it spread, as early as the fourteenth and fifteenth centuries, to the Continent, India, the Cape of Good

Hope, and later to America. In fact, so popular had the game become in this country that a law dated December 10, 1659, at Fort Orange, now Albany, N. Y., forbids the playing of golf in the streets. In England, as early as 1457, the records of Parliament show a law which forbade the game because the public interest in it tended to discourage the practice of archery—then the most important of all English pastimes. Again in 1491 edicts were issued against this popular diversion, but to little purpose. So for nearly a century Parliament made laws to suppress the game, but to no avail. Golf had come to stay.

Under Edward III the game was called "cambrica," meaning "a crooked staff," with

which it was played. At that time the cambrica was little more than a stick with a crook at the end, not unlike a shepherd's staff or a shinny stick. Another term for mediæval golf was "bandy ball," from the word "bandy," which was applied to the club. Strutt, in his description of games, says that the bandy had a "handle of ash, four and one half feet in length. The curvature is affixed to the bottom, faced with bone and backed with lead. The ball is a little one, but exceedingly hard, being made with leather stuffed with feathers." The development from this early club to the modern instrument with its hickory handle, leather thongs, and steel or wooden and brass head and to the gutta percha balls,

is not such a very long stride, after all.

Another similar game was "stow ball—a species of golf." Dr. Johnson defines this as "a play where balls are driven from stool to stool." Stool, from the Saxon "stole," is equally applicable to the word "stow," the stool being the goal or hole, and "stow" or "stowing" being the placing of the ball in the hole. The technical term of this in golf is "putting the ball," or in other words, striking it into the hole and "stowing it away."

"Shinty" is another early name for the game. In fact, golf is so closely associated with ball games of so many kinds, including even cricket, croquet, and tennis, that it is often difficult to decide where

the one ends and the other begins.

Previous to 1848—how long previous it is impossible to say—the so-called “feathery” variety of golf balls exclusively held the day. Tedious and difficult to manufacture, it is small wonder that their prices soared until they seriously threatened to debar the game from the general public. To forestall this calamity a royal act forbade the price to exceed four shillings a ball—a much higher value than four shillings has today. Stretching the leather was in itself a fine art, and to this day the ancient worthies about St. Andrews links delight to tell “how many feathers as, lying loose, would fill a ‘lum’ hat, went into the making of a single ball.” But

in 1848 some bold reformer came forward with a ball of gutta percha. Then the trouble began. A war of extermination was promptly decreed against the "juice balls" or "gutties," but to no purpose. Allan Robertson, the famous champion, and himself a maker of the "featheries," led the campaign. Literally with fire, if not with sword, he sought to lay the proud usurper low, and for a time he actually attempted to buy up and burn all the "gutties" that came within his reach.

Such was the timidity of the inventor of the "guttie," however, that the new ball was made to resemble the old leather variety, and the surface was engraven with lines in imitation of the seams. But unlike its

predecessor, the "guttie" improved with use, and seemed to fly better when hacked. This suggested hammering. Later this hammering was done with the sharp edge of the tool, leaving markings of irregularity. From this gradually evolved the idea of regular designs in crossed lines which grace our golf balls of today. At the present time balls of new compositions are on the market. So, too, golf sticks of strange designs, and of new materials—aluminum, brass, and hickory, ash, and other metals and woods, are placed at the disposal of the golfer.





OFFICIAL RULES OF GOLF

As Approved by the
Royal and Ancient Golf Club of
St. Andrew's in 1899, with

INTERPRETATIONS OF THE RULES

Reported by the Committee on Rules
and adopted at the Annual Meet-
ing of the United States Golf
Association, February 17,
1903

THE United States Golf Association, in making these Rules and Interpretations, has made no change in the wording, nor in the im-

port, of the Rules of Golf, as adopted by the Royal and Ancient Golf Club of St. Andrews, but has only added such definitions and explanations as appeared to be called for, or suggested by custom and decisions of competent experts.

DEFINITIONS

i. (a) The Game of Golf is played by two sides, each side playing its own ball. A side consists either of one or two players. If one player plays against another, the match is called "a single." If two play against two, it is called "a foursome." One player may play against two, playing one ball between them, when the match is called a "threesome." Matches constituted as above shall have precedence of and be entitled to pass any other kind of match.

Ruling of the United States Golf Association

“Match Play” is decided by the number of holes won.

“Medal Play” is decided by the aggregate number of strokes.

“Col. Bogey” is an imaginary opponent, against whose arbitrary score each competitor plays by holes; otherwise Bogey competitions are governed by the Special Rules for Stroke Competitions, except that a competitor loses the hole:

When his ball is lost.

When his ball is not played where it lies except as otherwise provided for in the Rules.

(b) The game consists in each side playing a ball from a teeing-ground into a hole by successive strokes, and the hole is won by the side which holes its ball in fewer strokes than the opposite side, except as otherwise provided for in the Rules.

If the sides hole out in the same number of strokes, the hole is halved.

**Ruling of the United States
Golf Association**

In competitions:

In Match Play, when two competitors have halved their match, they shall continue playing hole by hole till one or the other shall have won a hole, which shall determine the winner of the match.

Should the match play competition be a handicap, the competitors must decide the tie by playing either one hole or more, according to the manner in which the handicap ceded falls upon certain holes so as to make the extra holes a fairly proportionate representation of the round.

In Medal Play, when two or more competitors are tied, the winner shall be determined by another round of the course; except that By-laws 14 and 18 of the United States Golf Association provide that, in case

of ties for the sixty-fourth place in the Amateur Championship medal rounds, or the thirty-second place in the Woman's Championship medal rounds, respectively, the contestants so tied shall continue to play until one shall have gained a lead by strokes, the hole or holes to be played out.

(c) The teeing-ground is the starting point for a hole, and shall be indicated by two marks placed in a line as nearly as possible at right angles to the course.

The hole shall be four and one-quarter inches in diameter, and at least four inches deep.

(d) The "putting-green" is all ground within twenty yards of the hole, except hazards.

(e) A "hazard" is any bunker, water (except casual water), sand, path, road, railway, whin, bush, rushes, rabbit scrape, fence, or ditch. Sand blown on to the grass, or sprinkled on the course for its preservation, bare patches, sheep track, snow, and

ice are not hazards. Permanent grass within a hazard is not a part of the hazard.

(f) "Through the green" is any part of the course except "hazards" and the putting-green which is being played to.

(g) "Out of bounds" is any place outside the defined or recognized boundaries of the course.

(h) "Casual water" is any temporary accumulation of water (whether caused by rainfall or otherwise) which is not one of the ordinary and recognized hazards of the course.

(i) A ball is "in play" as soon as the player has made a stroke at the teeing-ground in each hole, and shall remain in play until holed out, except when lifted in accordance with the Rules.

(j) A ball has "moved" only if it leave its original position in the least degree, and stop in another; but if it merely oscillate, without finally leaving its original position, it has not "moved."

(k) A ball is "lost" if it be not found within five minutes after the search for it is begun.

(l) A "match" consists of one round of the links, unless it be otherwise agreed.

A match is won by the side which is leading by a number of holes greater than the number of holes remaining to be played. If each side win the same number of holes, the match is halved.

(m) A "stroke" is any movement of the ball caused by the player, except as provided for in Rule 3, or any downward movement of the club made with the intention of striking the ball.

(n) A "penalty stroke" is a stroke added to the score of a side under certain rules, and does not affect the rotation of play.

(o) The "honour" is the privilege of playing first from a tee-ing-ground.

(p) A player has addressed the ball when he has taken up his position and grounded his club, or if in a hazard, when he has taken up his position preparatory to striking the ball.

(q) The reckoning of strokes is kept by the terms—"the

odd," "two more," "three more," etc., and "one off three," "one off two," "the like." The reckoning of holes is kept by the terms—so many "holes up," or "all even," and so many "to play."

2. A match begins by each side playing a ball from the first teeing-ground.

The player who shall play first on each side shall be named by his own side.

The option of taking the honour at the first teeing-ground shall be decided, if necessary, by lot.

A ball played from in front of or more than two club lengths behind the marks indicating the teeing-ground, or played by a player when his opponent should have had the honour, may be at once recalled by the opposite side, and may be re-teeed without penalty.

The side which wins a hole shall have the honour at the next teeing-ground. If a hole has been halved the side which had the honour at the previous

teeing-ground shall retain the honour.

On beginning a new match the winner of the long match in the previous round shall have the honour, or if the previous match was halved the side which last won a hole shall have the honour.

Ruling of the United States Golf Association

Penalty for playing a ball outside of the limits of the teeing-ground:

In Match Play, the ball may be at once recalled by the opponent, no stroke being counted for the misplay.

In Medal Play, disqualification.

Penalty for leading off the tee out of turn:

In Match Play, the ball may be at once recalled by the opponent, no stroke being counted for the misplay.

In Medal Play, no penalty—but it is customary in Medal Play to observe the honour.

3. If the ball fall or be

knocked off the tee in addressing it, no penalty shall be incurred, and it may be replaced, and if struck when moving no penalty shall be incurred.

4. In a threesome or foursome the partners shall strike off alternately from the teeing-grounds, and shall strike alternately during the play of the hole.

If a player play when his partner should have done so, his side shall lose the hole.

Ruling of the United States Golf Association

Penalty:

In Match Play, loss of the hole.

In Medal Play, two strokes.

5. When the balls are in play, the ball further from the hole which the players are approaching shall be played first, except as otherwise provided for in the Rules. If a player play when his opponent should have done so, the opponent may at once recall the stroke. A ball so re-

called shall be dropped in the manner prescribed in Rule 4, as near as possible to the place where it lay, without penalty.

Ruling of the United States Golf Association

“Otherwise provided for” in Medal Rule 11:

In Match Play, ball may be at once recalled by the opponent, no stroke being counted for the misplay.

In Medal Play, no penalty—the ball may not be recalled.

6. The ball must be fairly struck at, not pushed, scraped, nor spooned, under penalty of the loss of the hole.

Ruling of the United States Golf Association

Penalty:

In Match Play, loss of the hole.

In Medal Play, two strokes.

7. A ball must be played wherever it lies or the hole be

given up, except as otherwise provided for in the Rules.

**Ruling of the United States
Golf Association**

"Otherwise provided for" in Rules 8, 10, 12, 14, 16, 21, 22, 27, 30, 34.

Penalty:

In Match Play, loss of the hole.

In Medal Play, two strokes, except as otherwise provided for in Medal Rules 6, 8, 9, 10, 11.

8. Unless with the opponent's consent, a ball in play shall not be moved, nor touched before the hole is played out, under penalty of one stroke, except as otherwise provided for in the Rules. But the player may touch his ball with his club in the act of addressing it, provided he does not move it, without penalty.

If the player's ball move the opponent's ball through the green, the opponent, if he choose, may drop a ball (without pen-

alty) as near as possible to the place where it lay, but this must be done before another stroke is played.

Ruling of the United States Golf Association

"Otherwise provided for" in Rules 10, 12, 14, 16, 21, 22, 27, 30, 34, and Medal Rules 6, 8, 9, 10, 11.

Penalty:

In Match Play, for moving or touching, one stroke.

In Medal Play, one stroke.

If a competitor's ball be displaced by another competitor's ball it must be replaced, or its owner shall be disqualified.

9. In playing through the green, any loose impediment (not being in or touching a hazard) which is within a club length of the ball may be removed. If the player's ball move after such loose impediment has been touched by the player, his partner, or either of their caddies, the penalty shall be one stroke. If any loose impediment (not be-

ing on the putting-green) which is more than a club length from the ball be removed, the penalty shall be the loss of the hole.

**Ruling of the United States
Golf Association**

Penalty for ball moved (not in hazard) after removing loose impediment within club length of the ball:

In Match Play, one stroke.

In Medal Play, one stroke.

Through the green, for removing loose impediment more than a club length from the ball:

In Match Play, loss of the hole.

In Medal Play, two strokes.

10. Any vessel, wheelbarrow, tool, roller, grass-cutter, box, or similar obstruction may be removed. If a ball be moved in so doing, it may be replaced without penalty. A ball lying on or touching such obstruction, or on clothes, nets, or ground under repair or covered up or opened for the purpose of the

upkeep of the links, may be lifted and dropped without penalty, as near as possible to the place where it lay, but not nearer the hole. A ball lifted in a hazard, under such circumstances, shall be dropped in the hazard.

A ball lying in a golf hole or flag hole, or in a hole made by the greenkeeper, may be lifted and dropped without penalty as near as possible to the place where it lay, but not nearer the hole.

Ruling of the United States Golf Association

"As near as possible" shall mean within a club length.

If a ball lie on or within a club length of a drain-cover, water-pipe, or hydrant, it may be lifted and dropped without penalty as near as possible to the place where it lay, but not nearer the hole.

11. Before striking at a ball, the player shall not move, bend, nor break anything fixed or growing near the ball, except

in the act of placing his feet on the ground for the purpose of addressing the ball, in soling his club to address the ball, and in his upward and downward swing, under penalty of the loss of the hole, except as otherwise provided for in the Rules.

**Ruling of the United States
Golf Association**

“Near the ball” is within a club’s length.

“Otherwise provided for” in Rules 12, 13, 31.

Penalty:

In Match Play, loss of the hole.

In Medal Play, two strokes.

12. When a ball lies in or touches a hazard, nothing shall be done to improve its lie; the club shall not touch the ground, nor shall anything be touched or moved before the player strikes at the ball, subject to the following exceptions:—(1) The player may place his feet firmly on the ground for the purpose of addressing the ball; (2) In ad-

dressing the ball, or in the upward or downward swing, any grass, bent, whin, or other growing substance, or the side of a bunker, wall, paling, or other immovable obstacle may be touched; (3) Steps or planks placed in a hazard by the Green Committee for access to or egress from such hazard may be removed, and if a ball be moved in so doing, it may be replaced without penalty; (4) Any loose impediments may be removed from the putting-green; (5) The player shall be entitled to find his ball as provided by Rule 31. The penalty for a breach of this Rule shall be the loss of the hole.

**Ruling of the United States
Golf Association**

Penalty:

In Match Play, loss of the hole.

In Medal Play, two strokes.

13. A player or caddie shall not press down nor remove any

irregularities of surface near a ball in play. Dung, worm-casts, or mole-hills may be removed (but not pressed down) without penalty. The penalty for a breach of this Rule shall be the loss of the hole.

**Ruling of the United States
Golf Association**

Penalty:

In Match Play, loss of the hole.

In Medal Play, two strokes.

Pressing down the surface behind the ball by prolonged or forcible grounding of the club shall be deemed a breach of this rule.

14. If a ball lie or be lost in water, the player may drop a ball, under penalty of one stroke. But if a ball shall lie or be lost (1) in casual water through the green, a ball may be dropped without penalty, either directly behind or at the side of the casual water nearest to which it lies, but not nearer the hole; (2) in water in a hazard, or in

casual water in a hazard, a ball may be dropped in or behind the hazard, under penalty of one stroke; (3) in casual water on a putting-green, a ball may be placed by hand behind the water, without penalty.

**Ruling of the United States
Golf Association**

Penalty for lifting a ball in water:

In Match Play, one stroke. If, however, the ball be not dropped in accordance with Rule 15, the player shall lose the hole.

In Medal Play, one stroke. If, however, the ball be not dropped in accordance with Rule 15, the player must again drop the ball, under a penalty of two strokes—three in all.

No penalty for lifting a ball in *casual* water. The ball, however, must be dropped *directly behind* the casual water, as near as possible in line with the point it entered. If it be impossible to drop di-

rectly behind, the ball may be dropped at the side, as provided for.

Penalty for breach of this Rule:

In Match Play, one stroke.

In Medal Play, one stroke.

A ball lifted from a recognized water hazard may be dropped under a penalty of one stroke even if the hazard be dry at the time.

If the water in a recognized water hazard overflow its usual boundaries the overflowed portion of the course shall be considered as part of the hazard, and not as casual water. The banks of any recognized water hazard are considered part of the hazard.

15. When a ball has to be dropped, the player himself shall drop it. He shall face the hole, and (except in the case of a ball lifted from casual water, for which provision is made in Rule 14) stand erect behind the spot from which the ball was lifted, or, in the case of water

or casual water, the spot at which it entered, keep that spot in line between himself and the hole, and drop the ball behind him from his hand, standing as far behind the hazard as he may please.

The penalty for a breach of this Rule shall be the loss of the hole.

If the ball when dropped touch the player, he shall incur no penalty, and if it roll into a hazard it may be redropped without penalty.

If it be impossible to redrop the ball behind the hazard, it shall be dropped as near as possible to the place where it lay, but not nearer the hole.

Ruling of the United States Golf Association

Penalty:

In Match Play, for improperly dropping the ball, loss of the hole.

In Medal Play, two strokes, the ball to be redropped properly.

16. When the balls lie within six inches of each other on a putting-green, or within a club length of each other through the green or in a hazard (the distance to be measured from their nearest points), the ball nearer the hole may, at the option of either the player or the opponent, be lifted until the other is played, and shall then be replaced as near as possible to the place where it lay. If the ball further from the hole be moved in so doing, or in measuring the distance, it shall be replaced without penalty. If the lie of the lifted ball be altered by the player in playing, the ball may be placed in a lie as nearly as possible similar to that from which it was lifted, but not nearer the hole.

17. Any loose impediments may be removed from the putting-green, irrespective of the position of the player's ball. The opponent's ball may not be moved except as provided for by the immediately preceding Rule. If the player's ball move after

any loose impediment lying within six inches of it has been touched by the player, his partner, or either of their caddies, the penalty shall be one stroke.

**Ruling of the United States
Golf Association**

Penalty:

In Match Play, one stroke.
In Medal Play, one stroke.

18. When the ball is on the putting-green the player or his caddie may remove (but not press down) sand, earth, dung, worm-casts, mole-hills, snow, or ice lying round the hole or in the line of his putt. This shall be done by brushing lightly with the hand only across the putt and not along it. Dung may be removed by a club, but the club must not be laid with more than its own weight upon the ground. The line of the putt must not be touched, except with the club immediately in front of the ball, in the act of addressing it, or as above authorized. The penalty

for a breach of this Rule is the loss of the hole.

**Ruling of the United States
Golf Association**

Penalty:

In Match Play, loss of the hole.

In Medal Play, two strokes.

The "line of the putt" does not extend beyond the hole.

"The player or his caddie" shall include his partner or his partner's caddie.

19. When the ball is on the putting-green, no mark shall be placed, nor line drawn as a guide. The line of the putt may be pointed out by the player's caddie, his partner, or his partner's caddie, but the person doing so must not touch the ground.

The player's caddie, his partner, or his partner's caddie, may stand at the hole, but no player nor caddie shall endeavor, by moving or otherwise, to influence the action of the wind upon the ball.

The penalty for a breach of this Rule is the loss of the hole.

**Ruling of the United States
Golf Association**

Penalty:

In Match Play, loss of the hole.

In Medal Play, two strokes.

20. When on the putting-green, a player shall not play until the opponent's ball is at rest, under penalty of one stroke.

**Ruling of the United States
Golf Association**

Penalty:

In Match Play, one stroke.

In Medal Play, one stroke.

21. Either side is entitled to have the flag-stick removed when approaching the hole, but if a player's ball strike the flag-stick which has been so removed by himself, or his partner, or either of their caddies, his side shall lose the hole.

If the ball rest against the

flag-stick when in the hole, the player shall be entitled to remove the stick, and, if the ball fall in, it shall be deemed as having been holed out at the last stroke. If the player's ball knock in the opponent's ball, the latter shall be deemed as having been holed out at the last stroke. If the player's ball move the opponent's ball, the opponent, if he choose, may replace it, but this must be done before another stroke is played. If the player's ball stop on the spot formerly occupied by the opponent's ball, and the opponent declare his intention to replace, the player shall first play another stroke, after which the opponent shall replace and play his ball. If the opponent's ball lie on the edge of the hole, the player, after holing out, may knock it away, claiming the hole if holing at the like, and the half if holing at the odd, provided that the player's ball does not strike the opponent's ball and set it in motion. If after the player's ball is in the hole,

the player neglect to knock away the opponent's ball, and it fall in also, the opponent shall be deemed to have holed out at his last stroke.

Ruling of the United States Golf Association

Penalty for striking flag-stick when removed by player, or his partner, or either of their caddies:

In Match Play, loss of the hole.

In Medal Play, two strokes.

If player's ball knock in the other ball:

In Match Play, the latter shall be counted as holed out in the last stroke.

In Medal Play, the latter must be replaced, and the player loses one stroke (in accordance with Medal Rule 11) or be disqualified.

If player's ball displaced the other ball:

In Match Play, the other ball may be replaced at its owner's option, but this must be done before another stroke is played.

In Medal Play, the other ball must be replaced and the player loses one stroke (in accordance with Medal Rule 11) or be disqualified.

22. If a ball *in motion* be stopped or deflected by any agency outside the match, or by the forecaddie, the ball must be played from where it lies, and the occurrence submitted to as a "rub of the green." If a ball lodge in anything moving, a ball shall be dropped as near as possible to the place where the object was when the ball lodged in it, without penalty. If a ball *at rest* be displaced by any agency outside the match, excepting wind, the player shall drop a ball as near as possible to the place where it lay, without penalty. On the putting-green the ball shall be replaced by hand, without penalty.

**Ruling of the United States
Golf Association**

Ball at rest displaced by any

agency outside the match, excepting the wind:

In Match Play, must be dropped, or if on putting-green *replaced* as near as possible to where it lay, without penalty, or the hole shall be lost.

In Medal Play, must be replaced as near as possible to where it lay, without penalty (Medal Rule 8), or its owner disqualified.

23. If the player's ball strike, or be moved by an opponent or an opponent's caddie or clubs, the opponent shall lose the hole.

Ruling of the United States Golf Association

Penalty:

In Match Play, loss of the hole.

In Medal Play, no penalty.

If the player's ball strike the other competitor or his caddie or clubs, it is a "rub of the green" and the ball shall be played from where it lies. If a player's ball at rest

be moved by the other competitor or his caddie, the ball must be replaced as near as possible to the place where it lay, without penalty, or the player disqualified. (Medal Rule 8.)

24. When a player has holed out and his opponent has been left with a putt for the half, nothing that the player can do shall deprive him of the half which he has already gained.

25. If the player's ball strike, or be stopped by himself or his partner, or either of their caddies or clubs, his side shall lose the hole.

Ruling of the United States Golf Association

Penalty:

In Match Play, loss of the hole.

In Medal Play, one stroke.
(Medal Rule 7.)

26. If the player, when not intending to make a stroke, or

his partner, or either of their caddies, move his or their ball, or by touching anything cause it to move when it is in play, the penalty shall be one stroke. If a ball in play move after the player has grounded his club in the act of addressing it, or, when in a hazard, if he has taken up his stand to play it, he shall be deemed to have caused it to move, and the movement shall be counted as his stroke.

27. Except from the tee, a player shall not play while his ball is moving, under penalty of the loss of the hole. If the ball only begin to move while the player is making his upward or downward swing, he shall incur no penalty for playing while it is moving, but is not exempted from the penalty stroke which he may have incurred under Rules 9, 17, or 26, and in a foursome a stroke lost under Rule 26 shall not, in those circumstances, be counted as the stroke of the player so as to render him liable for having played out of turn.

Ruling of the United States Golf Association

Penalty for playing a moving ball (except at the tee):

In Match Play, loss of the hole.

In Medal Play, two strokes.

But if the ball move while the player is making his upward or downward swing, a penalty is only incurred under Rules 9 and 17, by moving or touching any loose impediment, or under Rule 26, by grounding his club, or in hazard, by taking his stand to play it, in which cases the penalty shall be:

In Match Play, one stroke.

In Medal Play, one stroke.

28. If the player when making a stroke strike the ball twice, the penalty shall be one stroke, and he shall incur no further penalty by reason of his having played while his ball is moving.

Ruling of the United States Golf Association

Penalty:

In Match Play, one stroke.
In Medal Play, one stroke.

29. If a player play the opponent's ball, his side shall lose the hole, unless (1) the opponent then play the player's ball, whereby the penalty is cancelled, and the hole must be played out with the balls thus exchanged, or (2) the mistake occur through wrong information given by the opponent or his caddie, in which case there shall be no penalty, but the mistake, if discovered before the opponent has played, must be rectified by placing a ball as near as possible to the place where the opponent's ball lay.

If a player play a stroke with the ball of a party not engaged in the match, and the mistake be discovered and intimated to his opponent before his opponent has played his next stroke, there shall be no penalty, but if

the mistake be not discovered and so intimated until after the opponent has played his next stroke, the player's side shall lose the hole.

Ruling of the United States Golf Association

Penalty:

1st. Playing the opponent's ball with exceptions (1) and (2) above noted in the Rule:

In Match Play, loss of the hole.

In Medal Play, no penalty. The ball must be replaced or the player be disqualified.

2d. Playing out with the ball of a party not engaged in the match:

In Match Play, loss of the hole, provided mistake is discovered after the opponent has played his next stroke and intimated to his opponent.

In Medal Play, disqualifications, but if mistake be discovered before striking off from next teeing-ground, the player may go back and play

his own ball without penalty, or, not finding it, return as near as possible to the spot where it was last struck, tee another ball and lose a stroke. (Medal Rule 6.)

30. If a ball be lost, except as otherwise provided for in the Rules, the player's side shall lose the hole; but if both balls be lost, the hole shall be considered halved.

Ruling of the United States Golf Association

“Otherwise provided for” in
Rules 14, 32.

Penalty for lost ball:

In Match Play, loss of the
hole.

In Medal Play, the competitor must return as near as possible to the spot from which the lost ball was last struck, tee a ball and lose a penalty stroke. (Medal Rule 6.)

31. If a ball lie in fog, bent,
whin, long grass, or the like,

only so much thereof shall be touched as will enable the player to find his ball; but if a ball shall lie in the sand, the sand shall not be touched. The penalty for a breach of this Rule shall be the loss of the hole.

**Ruling of the United States
Golf Association**

Penalty:

In Match Play, loss of the hole.

In Medal Play, two strokes.

32. If a ball be played out of bounds, a ball shall be dropped at the spot from which the stroke was played, under penalty of loss of the distance. A ball played out of bounds need not be found.

If it be doubtful whether a ball has been played out of bounds another may be dropped and played, but if it be discovered that the first ball is not out of bounds, it shall continue in play without penalty.

A player may stand out of

bounds to play a ball lying within bounds.

**Ruling of the United States
Golf Association**

Penalty:

In Match Play, loss of the distance.

In Medal Play, loss of the distance.

33. A player shall not ask for advice from anyone except his own caddie, his partner, or his partner's caddie, nor shall he willingly be otherwise advised in any way whatever, under penalty of the loss of the hole.

**Ruling of the United States
Golf Association**

Penalty:

In Match Play, loss of the hole.

In Medal Play, disqualification. (Medal Rule 12.)

34. If a ball split into separate pieces, another ball may be put down where the largest portion

lies, or if two pieces are apparently of equal size, it may be put where either piece lies, at the option of the player. If a ball crack or become unfit for play, the player may change it, on intimating to his opponent his intention to do so. Mud adhering to a ball shall not be considered as making it unfit for play.

35. Where no penalty for the breach of a Rule is stated, the penalty shall be the loss of the hole.

36. If a dispute arise on any point, the players have the right of determining the party or parties to whom it shall be referred, but should they not agree, either side may refer it to the Rules of Golf Committee, whose decision shall be final. If the point in dispute be not covered by the Rules of Golf, the arbiters must decide it by equity.

**Ruling of the United States
Golf Association**

Such decisions may be finally referred to the Executive

Committee of the United
States Golf Association.

37. An umpire or referee, when appointed, shall take cognizance of any breach of Rule that he may observe, whether he be appealed to on the point or not.







SPECIAL RULES for STROKE COMPETITION

1. In stroke competition, the competitor who holes the stipulated course in fewest strokes shall be the winner.
2. If the lowest scores be made by two or more competitors, the tie or ties shall be decided by another round, to be played on the same day. But if the Green Committee determine that to be inexpedient or impossible, they shall then appoint the following or some subsequent day whereon the tie or ties shall be decided.

**Ruling of the United States
Golf Association**

Except that By-Laws 14 and 18 of the United States Golf

Association provide that, in case of ties for the sixty-fourth place in the Amateur Championship medal rounds, or for the thirty-second place in the Woman's Championship medal rounds, respectively, the contestants so tied shall continue to play until one or the other shall have gained a lead by strokes, the hole or holes to be played out.

3. New holes shall be made for Stroke Competition, and thereafter, before starting, no competitor shall play on any of the holes nor on to any of the putting-greens, under penalty of disqualification.

Ruling of the United States Golf Association

Disqualification.

Competitors must always assume that new holes have been made. Practice strokes may be played through the green, and in hazards.

In Match Play competition,

other than Bogey competitions, practice strokes may be played on the putting-green.

4. The scores for each hole shall be kept by a special marker, or by the competitors noting each other's scores. The scores marked ought to be called out after each hole, and on completion of the round the cards shall be signed by the marker, under penalty of his disqualification, and handed in. Competitors must satisfy themselves before the cards are handed in that their scores for each hole are correctly marked, as no alterations can be made on any card after it has been returned. If it be found that a score returned is below that actually played, the competitor shall be disqualified. For the addition of the scores marked the Secretary or his deputy shall be responsible.

**Ruling of the United States
Golf Association**

The special marker, when

appointed, shall take cognizance of any breach of Rule that he may observe, whether he be appealed to on the point or not. (Rule 37.)

In the absence of a special marker, competitors must note each other's scores and the cards shall be duly signed before being handed in, under penalty of disqualification.

5. If a competitor play from outside the limits of the teeing-ground, the penalty shall be disqualification.

Ruling of the United States Golf Association

Penalty:
Disqualification.

6. If a ball be lost (except as otherwise provided for in the Rules of Golf), the competitor shall return as near as possible to the spot from which the lost ball was struck, tee a ball, and lose a penalty stroke. The lost ball shall continue in play, if it be found before the player has

struck another ball. The penalty for a breach of this Rule shall be disqualification.

**Ruling of the United States
Golf Association**

Penalty:

Disqualification.

**“Otherwise provided for” in
Rules 14 and 32.**

7. If a competitor's ball strike himself, his clubs, or caddie, the penalty shall be one stroke.

8. If a competitor's ball strike another competitor, or his clubs or caddie, it is a “rub of the green,” and the ball shall be played from where it lies. If a competitor's ball which is at rest be moved by another competitor or his caddie, or his club, or by any outside agency excepting wind, it shall be replaced as near as possible to the place where it lay, without penalty.

9. A competitor shall hole out with his own ball at every hole, under penalty of disqualification. But if it be discovered, before he has struck off from

the next teeing-ground or, if the mistake occur at the last hole, before he has handed in his card that he has not holed out with his own ball, he shall be at liberty to return and hole out with his own ball without penalty.

Ruling of the United States Golf Association

If he fail to find his own ball he shall return as near as possible to the spot from which he last struck it, tee a ball and lose a stroke. (Medal Rule 6.)

10. A ball may be lifted from any place, under penalty of two strokes. A ball so lifted shall be teed, if possible, behind the place where it lay; if it be impossible to tee the ball behind the place where it lay, it shall be teed as near as possible thereto, but not nearer the hole. The penalty for a breach of this Rule shall be disqualification.

11. All balls shall be holed out, under penalty of disqualifi-

cation. When a competitor's ball is within 20 yards of the hole, the competitor shall not play until the flag has been removed, under penalty of one stroke. When both balls are on the putting-green, if the player's ball strike his opponent's ball the penalty shall be one stroke. The ball nearer the hole shall, on request of the player, be either lifted or holed out at the option of the owner, under penalty of his disqualification. Through the green a competitor may have any other competitor's ball lifted, if he find that it interferes with his stroke.

Ruling of the United States Golf Association

Penalty:

For striking the flag under
above Rule, one stroke.

For not lifting or holding
ball nearer hole as above pro-
vided for, disqualification.

For striking opponent's ball,
one stroke.

12. A competitor, unless spe-

cially authorized by the Green Committee, shall not play with a professional, and he may not willingly receive advice from anyone but his caddie, in any way whatever, under penalty of disqualification.

**Ruling of the United States
Golf Association**

Each competitor may have a forecaddie, but may not receive advice from him.

13. Competitors shall not discontinue play nor delay to start on account of bad weather, nor for any other reason whatever, except as is satisfactory to the committee of the club in charge of the competition. The penalty for a breach of this Rule is disqualification.

14. Where, in the Rules of Golf the penalty for the breach of any Rule is the loss of the hole, in stroke competitions the penalty shall be the loss of two strokes, except where otherwise provided for in these Special Rules.

15. Any dispute regarding the play shall be determined by the Rules of Golf Committee.

Ruling of the United States Golf Association

Such decision may be finally referred to the Executive Committee of the United States Golf Association.

16. The Rules of Golf, so far as they are not at variance with these Special Rules, shall apply to Stroke Competitions.

Ruling of the United States Golf Association

Applicable also to Bogey competitions, excepting that a competitor loses the hole:

When the ball is lost;

When the ball is not played where it lies, except as otherwise provided for in the Rules.







RULES FOR THREE-BALL MATCHES

In matches in which three players play against each other, each playing his own ball (hereinafter referred to as "a three-ball match") or in which one player plays his own ball against the best ball of two players (hereinafter referred to as "a best-ball match"), the Rules of Golf apply, subject to the following modifications:

1. Where, in a three-ball match, at any teeing-ground, no player is entitled to claim the honour from both opponents, the same order of striking shall be followed as at the previous teeing-ground.

2. Except as hereinafter provided, the side whose ball is furthest from the hole shall play

first, but a ball lying nearer the hole belonging to one of that side may, at their option, be played before the ball lying furthest from the hole. If a player play when his opponent should have done so he shall incur no penalty.

3. If a player consider that an opponent's ball on the putting-ground, might interfere with his stroke, he may require the opponent either to lift or to hole out his ball at the opponent's discretion.

4. If an opponent consider that the ball of another opponent might be of assistance to the player, he may require that it be either lifted or holed out at the other opponent's discretion.

5. If an opponent consider that his own ball might be of assistance to the player he is entitled to lift it or hole out at his discretion.

6. If an opponent consider that the player's partner's ball might be of assistance to the player, he may require that it

be either lifted or holed out at the player's partner's discretion.

7. In a three-ball match, a ball on the putting-green, which is moved by another ball, must be replaced as nearly as possible to where it lay.

8. In a best-ball match, if a player's ball move his partner's ball or an opponent's ball, the opponent shall in either case decide whether the moved ball shall be replaced or not.

9. If in a three-ball match a player's ball strike or be moved by an opponent or an opponent's caddie, or clubs, that opponent shall lose the hole to the player. As regards the other opponent the occurrence is a "rub of the green."

10. In a best-ball match if a player's ball strike or be moved by an opponent or an opponent's caddie or clubs, the opponent's side shall lose the hole.

11. In a best-ball match if a player's ball (the player being one of a side) strike or be stopped by himself or his partner, or either of their caddies or

clubs, that player only shall be disqualified for that hole.

12. In all other cases where a player would by the Rules of Golf incur the loss of the hole, he shall be disqualified for that hole, but the disqualification shall not apply to his partner.

**Ruling of the United States
Golf Association**

The foregoing Rules for three-ball matches shall apply to four-ball matches.





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ETIQUETTE OF GOLF

THE following established Rules of Etiquette, although not authorized under the present code, should be observed by all golfers :

1. A single player has no standing and must always give way to a properly constituted match.
2. No player, caddie, or on-looker should move or talk during a stroke.
3. No player should play from the tee until the party in front have played their second strokes, and are out of range, nor play up to the putting-green till the party in front have holed out and moved away.
4. The player who has the honour should be allowed to play before his opponent tees his ball.

5. Players who have holed out should not try their putts over again when other players are following them.

6. Players looking for a lost ball must allow other matches coming up to pass them.

7. Any match playing a whole round may claim the right to pass a match playing a shorter round, or a match starting at other than the first tee.

While a three-ball or four-ball match may be passed (Rule 1—Def. A.) such a match keeping its place on the green should be treated as a properly constituted match.

8. If a match fail to keep its place on the green, and lose in distance more than one clear hole on those in front, it may be passed, on request being made.

9. Turf cut or displaced by a stroke should be at once replaced.

10. A player should carefully fill up all holes made by himself in a bunker.



A GLOSSARY
of the
TECHNICAL TERMS
Employed in the Game
of Golf

ADDRESSING THE BALL.—Putting one's self in position to strike the ball.

APPROACH.—When a player is sufficiently near the hole to be able to drive the ball to the putting-green, his stroke is called the "approach shot."

BAFF.—To strike the ground with the "sole" of the club-head in playing, and so send ball in air.

BAFFY.—A wooden club to play lofting shots.

BENT.—Rush, bent-grass.

BOGEY.—Usually given the title

of Colonel. A phantom who is credited with a certain score for each hole against which each score player is competing.

BONE.—A piece of ram's horn inserted in the sole of the club to prevent it from slipping.

BRASSIE.—A wooden club with a brass sole.

BREAK-CLUB.—An obstacle lying near a ball of such a nature as might break the club when striking at the ball.

BULGER.—A club with a convex face.

BUNKER.—A term originally confined almost exclusively to a sandpit. Its use is now extended to almost any kind of hazard.

BYE.—The holes remaining after a match is finished.

CADDIE.—A person who carries the golfer's clubs.

CARRY.—The distance from the place where the ball is struck to the place where it pitches. Hence a long carry and a short carry.

CLEEK.—An iron-headed club used for driving, and sometimes for putting.

CLUB.—The implement with which the ball is struck.

COURSE.—That portion of the links on which the game ought to be played, generally bounded on either side by rough ground or other hazard.

CUP.—A small hole in the course, usually one made by the stroke of some previous player.

DEAD.—A ball is said to be “dead” when it lies so near the hole that the “putt” is a dead certainty. A ball is said to fall “dead” when it does not run after alighting.

DIVOT.—Piece of turf cut out by an iron, which should always be carefully replaced.

DORMY.—One side is said to be “dormy” when it has as many holes ahead as there remains holes to play.

DRAW.—To drive widely to the left hand. Identical in its effect with hook and pull.

DRIVER.—A wooden-headed club

with a full-length shaft, more or less supple. With it the ball can be driven to the greatest distance. It is used when the ball lies well and from the tee.

FACE.—1, The slope of the bunker or hillock; 2, the part of the club-head that strikes the ball.

FLAT.—A club is said to be "flat" when its head is at a very obtuse angle to the shaft.

FOG.—Moss, rank grass.

FORE!—A warning cry to any person in the way of a stroke. (Contracted from "before.")

FOOZLE.—A bad, bungling stroke.

FOURSOME.—A match in which two play on each side; those on a side playing alternate strokes with the same ball.

GOBBLE.—A rapid straight putt into the hole, such that, had the ball not gone in, it would have gone some distance beyond.

GOLF BALL.—Made of gutta-percha or some composition into which gutta-percha largely

enters, strongly compressed in a mould.

GRASSED.—Said of a club whose face is slightly “spooned” or sloped backward.

GREEN.—1, The whole links; 2, the putting-ground around the different holes.

GRIP.—1, The part of the handle covered by leather by which the club is grasped; 2, the grasp itself.

GUTTY.—An euphemistic term for a gutta-percha ball.

HALF ONE.—A handicap of a stroke deducted every second hole.

HALF SHOT.—Less than a full swing.

HALVED.—A hole is said to be halved when each side takes the same number of strokes. A halved match is a drawn game; *i. e.*, the players have proved to be equal.

HANGING.—A hanging ball is one that lies on a downward slope.

HAZARD.—A general term for bunker, long grass, road, water, etc.

HEAD.—A head is the lowest

with a full-length shaft, more or less supple. With it the ball can be driven to the greatest distance. It is used when the ball lies well and from the tee.

FACE.—1, The slope of the bunker or hillock; 2, the part of the club-head that strikes the ball.

FLAT.—A club is said to be "flat" when its head is at a very obtuse angle to the shaft.

FOG.—Moss, rank grass.

FORE!—A warning cry to any person in the way of a stroke. (Contracted from "before.")

FOOZLE.—A bad, bungling stroke.

FOURSOME.—A match in which two play on each side; those on a side playing alternate strokes with the same ball.

GOBBLE.—A rapid straight putt into the hole, such that, had the ball not gone in, it would have gone some distance beyond.

GOLF BALL.—Made of gutta-percha or some composition into which gutta-percha largely

enters, strongly compressed in a mould.

GRASSED.—Said of a club whose face is slightly “spooned” or sloped backward.

GREEN.—1, The whole links; 2, the putting-ground around the different holes.

GRIP.—1, The part of the handle covered by leather by which the club is grasped; 2, the grasp itself.

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HANGING.—A hanging ball is one that lies on a downward slope.

HAZARD.—A general term for bunker, long grass, road, water, etc.

HEAD.—A head is the lowest

part of a club, and possesses, among other mysterious characteristics, a sole, heel, toe, or nose, neck, face.

HEEL.—1, Part of head nearest the shaft; 2, to hit from this part and send ball to the right.

HOLE.—1, The four and a quarter inch hole lined with iron. The holes going out are generally marked with white, those in, with red flags; 2, the whole space between any two of these.

HONOURS.—The right to play off first from the tee.

HOOK.—See Draw.

HORN.—A piece of that substance inserted in the sole of the club to prevent it slipping.

HOSE.—The socket, in iron-headed clubs, into which the shaft fits.

IRON.—A club made of the material its name implies, with the head more or less laid back to loft a ball.

JERK.—In "jerking," the club should strike the ball with a downward cut, and stop on reaching the ground.

LIE.—1, The inclination of a club when held on the ground in the natural position for striking; 2, the situation of the ball—good or bad.

LIFT.—To take the ball out of a hazard, and drop or tee it behind.

LIKE.—See under Odds.

LIKE AS WE LIE.—When both sides have played the same number of strokes.

LINKS.—The open downs or heath on which golf is played.

LOFT.—To elevate the ball.

LONG ODDS.—Where a player has to play a stroke more than his adversary, who is much farther out—that is, nearer the hole.

MADE.—A player or his ball is said to be made when his ball is sufficiently near the hole to be played on to the putting-green next shot.

MASHIE.—Iron club used in approaching.

MATCH.—1, Sides playing against each other; 2, the game itself.

MATCH PLAY.—Reckoning the score by holes.

MEDAL PLAY.—Reckoning the score by strokes.

MISS THE GLOBE.—To fail to strike the ball, either by swinging right over the top of it or by hitting the ground behind. It is counted a stroke.

NECK.—The crook of the head where it joins the shaft.

NIBLICK.—A small, narrow-headed, heavy iron club used when the ball lies in bad places.

NOSE.—The point, or front portion, of the club-head.

ODDS.—First, means the handicap given by a strong player to a weaker in a single match, consisting of either one, two, three or more holes to start with, or one stroke per hole or every alternate hole, or at every third hole, etc.; second, to have played the "odds" is to have played one stroke more than your adversary. Some other terms used in counting the game will be most easily explained here altogether. If your opponent has played one stroke more than you—that is, "the odds"

—your next stroke will be “the like;” if two strokes more—that is, “the two more”—your next stroke will be “the one off two;” if “three more,” “the one off three,” and so on.

ONE OFF TWO, ONE OFF THREE, etc.—See under Odds.

PRESS.—To strive to hit harder than you can with adequate accuracy of aim.

PUTT.—To play the delicate game close to the hole.

PUTTER.—An upright, stiff-shafted, wooden-headed club, used when the ball is on the putting-green.

RIND.—A strip of cloth under the leather to thicken the grip.

RUB ON THE GREEN.—A favorable or unfavorable knock to the ball, for which no penalty is imposed, and which must be submitted to.

RUN.—To run a ball along the ground in approaching hole instead of lofting it.

SCARE.—The narrow part of the club-head by which it is glued to the handle.

SCLAFF.—When the club-head strikes the ground behind the ball, and follows on with a ricochet.

SCRUFF.—Slightly razing the grass in striking.

SCRATCH PLAYER.—One who receives no allowance in a handicap.

SET.—A full complement of clubs.

SHAFT.—The stick or handle of the club.

SOLE.—The flat bottom of the club-head.

SPOONS.—Wooden-headed clubs of three lengths—long, middle and short; the head is scooped, so as to loft the ball.

SPRING.—The degree of suppleness in the shaft.

SQUARE.—When the game stands evenly balanced, neither side being any holes ahead.

STANCE.—The position of the player's feet when addressing himself to the ball.

STEAL.—To hole an unlikely putt from a distance by a stroke which sends the ball only just the distance of the hole.

STROKE.—The act of hitting the ball with club, or attempt to do so.

STYME.—When your opponent's ball lines in line of your putt.

SWING.—The sweep of the club in driving.

SWIPE.—A full driving stroke.

TEE.—The pat of sand on which the ball is placed for the first stroke each hole.

TEEING-GROUND.—A space marked out, within the limits of which the ball must be teed.

THIRD.—A handicap of a stroke deducted every third hole.

TOE.—See Nose.

TWO MORE, THREE MORE, etc.—See under Odds.

TOP.—To hit the ball above its center.

UPRIGHT.—A club is said to be upright when its head is not at a very obtuse angle to the shaft. The converse of flat.

WHINS.—Furze or gorse.

WHIPPING.—The pitched twine uniting the head and handle.

WRIST SHOT.—Less than a half-shot, generally played with an iron club.



AMERICAN CHAMPIONS

"PUTTING OUT" WINDEE EDWARD VII.



THE AMERICAN CHAMPIONS

Since the Organization of the
United States Golf
Association

AMATEUR

- 1895—Chas. B. Macdonald, Chi-
cago Golf Club, Chicago,
Ill.
- 1896—Horace J. Whigham, On-
wentsia Golf Club, Chi-
cago, Ill.
- 1897—Horace J. Whigham, On-
wentsia Golf Club, Chi-
cago, Ill.
- 1898—Findlay S. Douglas, Fair-
field County Golf Club,
Greenwich, Conn.
- 1899—H. M. Harriman, Garden
City Golf Club.
- 1900—Walter J. Travis, Garden
City Golf Club.

1901—Walter J. Travis, Garden City Golf Club.

1902—Louis N. James, Glen View Golf Club.

WOMEN

1895—Mrs. Chas. S. Brown, Shinnecock Hills Golf Club, Shinnecock Hills, L. I.

1896—Miss Beatrix Hoyt, Shinnecock Hills Golf Club, Shinnecock Hills, L. I.

1897—Miss Beatrix Hoyt, Shinnecock Hills Golf Club, Shinnecock Hills, L. I.

1898—Miss Beatrix Hoyt, Shinnecock Hills Golf Club, Shinnecock Hills, L. I.

1899—Miss Ruth Underhill, Nassau Country Club.

1900—Miss Frances C. Griscom, Merion Cricket Club.

1901—Miss Genevieve Hecker, Wee Burn Golf Club.

1902—Miss Genevieve Hecker, Apawannis.

OPEN

1895—Horace Rawlins, Newport Golf Club, Newport, R. I.

1896—James Foulis, Chicago
Golf Club, Chicago, Ill.
1897—Joseph Lloyd, Essex
County Golf Club, Man-
chester, Mass.
1898—Frederick Herd, Wash-
ington Park Golf Club,
Chicago, Ill.
1899—Willie Smith, Midlothian
Country Club.
1900—Harry Vardon, Ganton,
England.
1901—Willie Anderson, Pittsfield.
1902.—“Larrie” Auchterlonie.

The Runners-up (or Sec-
ond Prize Winners) were:

AMATEUR

1895—Chas. E. Sands, St. An-
drews Golf Club, Yonkers,
N. Y.
1896—John G. Thorpe, Cam-
bridge Golf Club, Cam-
bridge, Mass.
1897—W. Rossiter Betts, Yale
Golf Club, New Haven,
Conn.

1898—Walter B. Smith, Yale
Golf Club, New Haven,
Conn.
1899—Findlay S. Douglas, Fair-
field County Club.
1900—Findlay S. Douglas, Fair-
field County Club.
1901—W. E. Egan, Chicago, Ill.
1902—E. M. Byers, Allegheny
County.

WOMEN

1895—Miss Nellie C. Sargent,
Essex County Golf Club,
Manchester, Mass.
1896—Mrs. Arthur Turnure,
Shinnecock Hills Golf
Club, Shinnecock Hills,
L. I.
1897—Miss Nellie C. Sargent,
Essex County Golf Club,
Manchester, Mass.
1898—Miss Maud K. Wetmore,
Newport Golf Club, New-
port, R. I.
1899—Mrs. Caleb F. Fox, Hunt-
ingdon Valley Country
Club.
1900—Miss Margaret Curtis, Es-
sex County Club, Man-
chester, N. H.

1901—Miss Lucy Herron, Cincinnati, Ohio.
1902—Miss Louisa A. Wells, Brookline, Mass.

OPEN

1895—Willie Dunn, Shinnecock Hills Golf Club, Shinnecock Hills, L. I.
1896—Horace Rawlins, Sadaquada Golf Club, Utica, N. Y.
1897—Willie Anderson, Misquamicut Golf Club, Watch Hill, R. I.
1898—Alexander Smith, Washington Park Golf Club, Chicago, Ill.
1899—W. H. Way, Detroit Country Club; George Low, Dyker Meadow Golf Club; Val. Fitzjohn, Otsego Golf Club.
1900—J. H. Taylor, Redmond, England.
1901—Tie between Anderson and Smith.
1902—Tie between Stewart Gardner (Professional) and Walter J. Travis (Amateur).





LEADING AMATEUR GOLF PLAYERS of the United States

as determined by the Tournament of the United States Golf Association, held on the Grounds of the Glen View Golf Club, Illinois, July 15-19, 1902, and their qualifying scores:

G. A. Ormiston, Highland Golf Club.....	79
W. J. Travis, Garden City Golf Club.....	79
A. Poole, Jr., Onwentsia Club.....	80
H. C. Egan, Exmoor Country Club.....	82
P. B. Hoyt, Glen View Golf Club.....	82
A. Hibbard, Milwaukee Coun- try Club.....	83
W. E. Egan, Lake Geneva Golf Club.....	84

D. P. Fredericks, Oil City Golf Club.....	84
R. McKittrick, St. Louis Country Club.....	84
R. E. Hunter, Midlothian Country Club.....	85
L. H. Conklin, Princeton Golf Club.....	86
J. C. Davidson, Columbia Golf Club.....	86
F. R. Hamlin, Chicago Golf Club.....	86
F. O. Reinhart, Baltusrol Golf Club.....	86
M. Behr, Morris County Golf Club.....	87
J. A. Holabird, Glen View Golf Club.....	87
R. W. Keyes, Glen View Golf Club.....	87
P. Pyne, 2d, Princeton Golf Club.....	87
H. C. Smith, Onwentsia Club.	87
L. T. Boyd, Milwaukee Coun- try Club.....	88
L. L. Harban, Columbia Golf Club.....	88
G. H. Leslie, Skokie Country Golf Club.....	88
A. G. Lockwood, Allston Golf Club.....	88

N. F. Moore, Onwentsia Club	88
T. McMillan, Detroit Golf Club.....	89
S. Bull, Racine Golf Club...	90
G. T. Brokaw, Princeton Golf Club.....	91
J. C. Daniels, Midlothian Country Club.....	92
M. Doran, Jr., St. Paul Golf Club.....	92
H. J. Tweedie, Belmont Golf Club.....	93







GOLF CLUBS AND THEIR USE

Golf probably caters to a greater variety of tastes in the matter of implements—and inspiring a corresponding amount of prejudice—than any other game. Every player has his own particular brand, or his own distinctive style of club for certain occasions, and any attempt to make him change his outfit would be as useless as an attempt to make him alter his method of play.

Despite the large array of new inventions and freak importations in the matter of clubs, the leading golf sticks are as follows: Irons, drivers, brassies, putties, niblicks, cleeks, putting cleeks, lofters, driving irons, mid irons and mashies.

The following is a description of the clubs:

The *Putter* is used for playing all strokes on the putting-green. It has a short, stiff shaft, with the head nearly at right angles to shaft.

The *Cleek* is the longest driver of all the iron clubs, with the face only slightly lofted.

The *Driving Iron* is deeper in the blade than the cleek and has more loft; it is not as long a driver as the cleek, but will pitch the ball higher.

The *Mashie* is a compromise between the lofting iron and the niblick. It is shorter in the head than the iron, but it has less loft than the niblick, and is used for short approaches.

The *Niblick* is used for getting a ball out of hazards, cart ruts, and other impediments. It has a small, round head, very heavy and very much lofted.

The *Mid Iron* is the same as the lofting iron, but the blade is not pitched so much. It will drive a long, high ball.

The *Driver* or *Play Club* is the longest driving club there is, and is used to drive from the

tee or wherever the ball lies well and long distance is required.

The *Brassie*, the same as driver, but with a brass plate on sole and generally a little more lofted; is used in playing "through the green."

The *Brassie Niblick* is much smaller than the driver, with face well spooned back, and the sole shod with brass. It is used through the green with the object of raising the ball in the air when playing from "a cuppy lie."

The *Long*, *Short*, and *Mid Spoons* have the same head as the brassie, but are very much spooned, have long, short, and medium shafts. They are almost entirely superseded by the iron club.

Of all these clubs, however, only four are really necessary. A driver, an approach iron, a cleek, and a putter will meet all requirements. A set of six clubs would furnish a complete outfit for an expert, and might consist of a driver, a brassie, a niblick, a cleek, a mashie, and a putter.





EXCERPTS

from the Constitution and By-Laws
of the United States Golf
Association

The Association shall consist of associate and allied clubs. A club eligible as an associate club shall be any club, in any club, in any accessible part of the United States, where the links, accommodations, constitution and by-laws are such as to make it representative, such as Chicago, Newport, St. Andrews, Shinnecock, and Brookline County Clubs.

Any regularly organized club in the United States may be admitted as an allied club.

The dues for an associate club shall be \$100 annually.

The dues for an allied club shall be \$10 annually.

Each associate club shall have the right to be represented by two delegates. Each allied club shall have the right to be represented by one delegate, but he shall have no power to vote.

In the amateur open and woman's championship golf competition the entrance fee shall be \$5.

The amateur open and woman's championship tournaments shall take place only on the links of an associate club.

In the amateur competition the contestants shall first play thirty-six holes medal play.

In the woman's competition the contestants shall first play eighteen holes medal play.

Open championship prizes shall be as follows: \$200 to the winner of the championship, of which \$50 shall be expended on a gold medal, and \$150 given in money to a professional, or in plate to an amateur, golfer.

The winner of the competition shall be the champion amateur

golfer of the year, and the trophy shall be held for that year by the club from which the winner shall have entered.

An amateur golfer shall be a golfer who has never received a money consideration for playing in a match, or for giving lessons, or in examples of his skill in the game of golf, nor laid out, nor taken charge of golf links for hire, who has never contended for a money prize in an open competition, who has never carried clubs for hire after attaining the age of fifteen years, who has never personally made for sale golf-clubs, balls, or any other article connected with the game, and who, on and after January 1, 1897, has never within the jurisdiction of this Association played a match game against a professional for a money bet or stake, nor played in a club competition for a money prize or sweepstakes.





GOLF ITEMS

To repair loose whippings, use cobbler's wax.

To keep golf clubs free from rust, rub them regularly with sweet oil.

To keep clubs clean, use soap when they are very dirty and then rub thoroughly with sand-paper.

The ball with which the game is played weighs from 26 to 28 pennyweight. Ninety per cent of all balls used are 27 or 27½.

Average drives made with the principal clubs are as follows:

With the iron, 120 yards.

With the cleek, 140 yards.

With the brassie, 150 yards.

With the driver, 170 yards.

The proper place for a hazard is about 130 yards in front of the tee, and another, if the hole is not in driving distance, 35 yards from the green. The former is intended to trap a topped or badly hit drive, and the latter to punish a slipshod approach.

To remove worm-casts from the putting-green, let some gas lime soak well in some water. When the sediment falls to the bottom, water the greens with the solution. In a few minutes the worms will come to the surface and may be brushed away.

The longest authenticated drive on record was made January 11, 1893, when Mr. F. G. Tait, on the St. Andrews links, drove the ball 341 yards 9 inches. There was no wind to carry the ball, but the green was frost-bound, and the ball, after landing, rolled nearly 90 yards.

A golf course should consist of eighteen holes, arranged at distances from each other of from 100 to 500 yards. If the amount of ground available for

a link is insufficient for eighteen holes, a lesser number, usually nine, may be laid out, and the game played in the same way, twice around the nine holes instead of once around the eighteen.

The flight of a golf ball depends on its rotation, and this rotation is affected beneficially by the nicking of the ball. Even more important is the absolute fact that, were the ball smooth, that portion of the ball which received the impact of the club would not spring out again with the same elasticity as it does when striking against numerous ridges and knobs formed by nicking.

The best plan to adopt in arranging a handicap tournament is—first, to fix your scratch score, that is, the average score returned for each round by your admittedly best players. Then strike a fair average from the respective scores of the other players, and allow them strokes in proportion. Do not err on

the more common score of too liberal handicaps. A limit of 18 strokes is ample, and if your scratch man improves, then make him owe from 4 to 6 strokes, but no more. If you do, you set a premium on mediocrity.



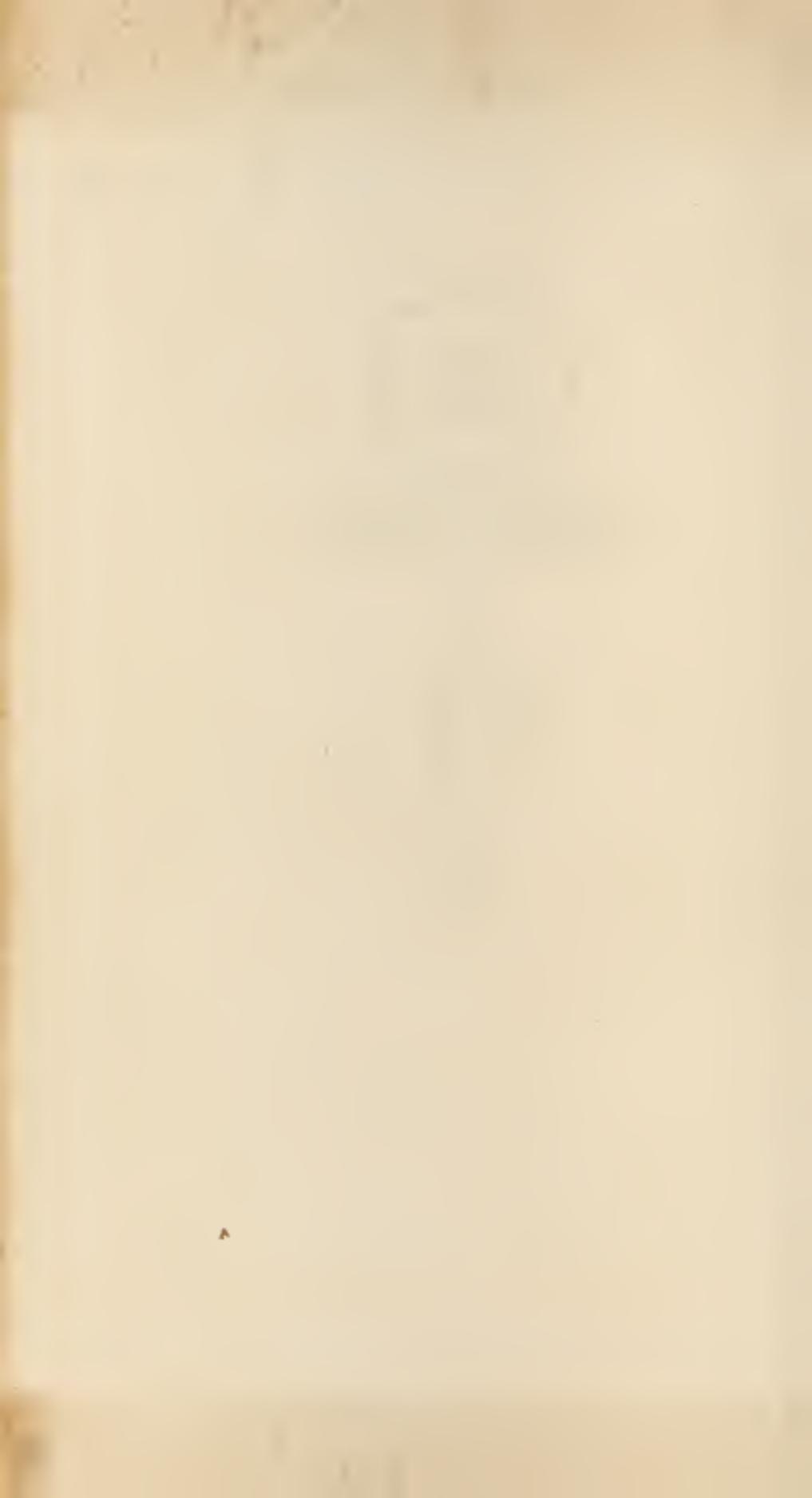




"THREE OFF" UNDER THE STUARTS

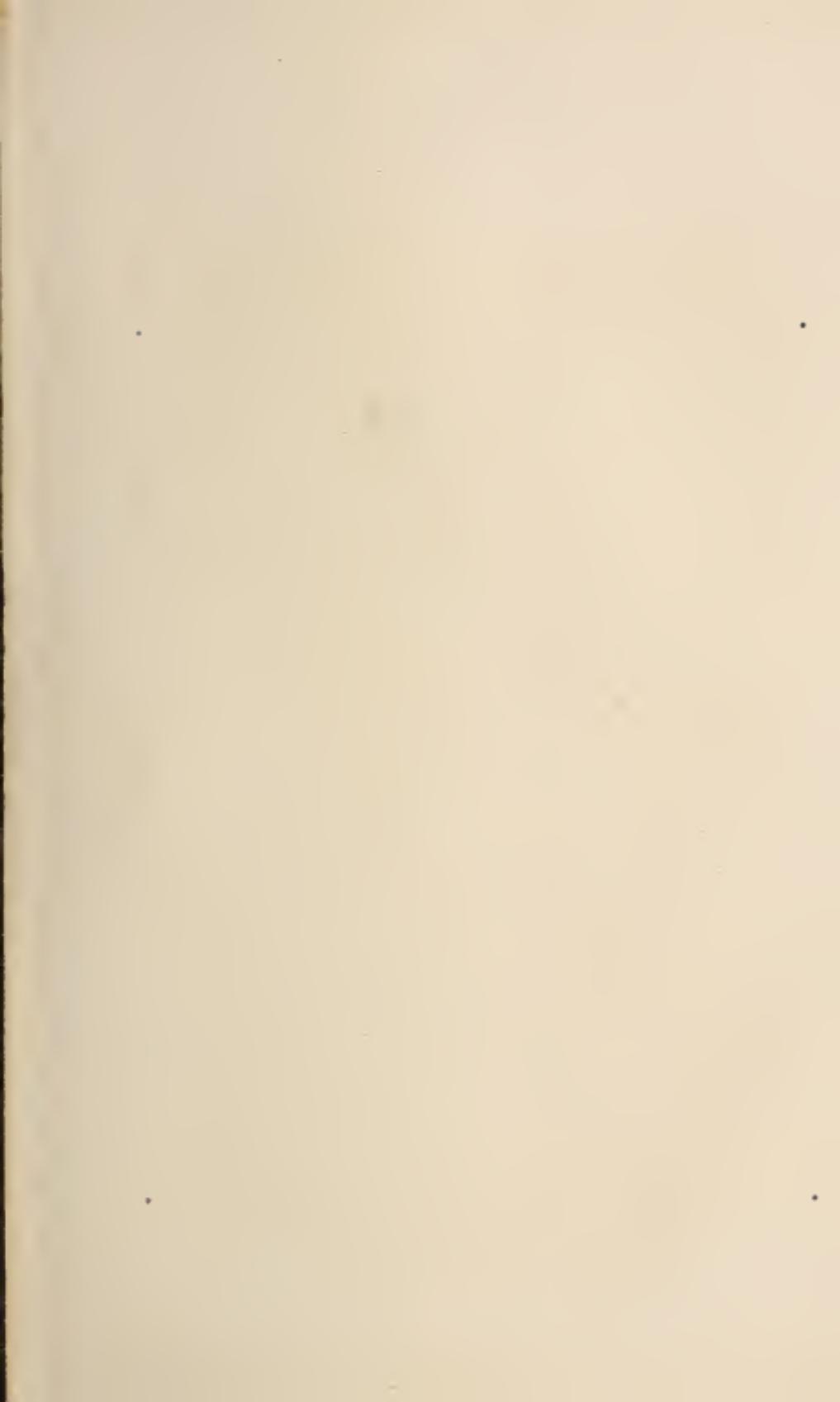
THE GOLF BOOK











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